THE REAL GHOSTBUSTERS™

JOIN IN WITH ALL YOUR
FAVOURITE REAL GHOSTBUSTERS
HEROES AND SAVE YOUR CITY
FROM A HAUNTING ARRAY OF
GHOULS, GHOSTS AND THINGS
THAT GO BUMP IN THE NIGHT!
ZAP AND TRAP AS MANY CREEPY
GHOSTS AND SCARY MONSTERS AS
YOU CAN — BUST THE MAD MONKS
OR THE GARISH GHOULS AND HEAD
FOR SOME REAL BAD CRAZINESS!
PICK UP THE KEYS, DUMP THE GHOSTS
AND SEEK OUT MORE SPOOKS —
OR YOU'LL BE HISTORY!

- ★ SMOOTH 8 WAY FULL COLOUR SCROLLING
- ★ ONE OR TWO PLAYER MODE
- ★ THOUSANDS OF DIFFERENT CREEPY GHOSTS AND MONSTERS TO ZAP AND COLLECT
- ★ GHOSTLY SOUND EFFECTS
- ★ DYNAMIC INTRODUCTION SCREEN
- ★ FAST MOVING ANIMATION
- ★ 10 EXCITING AND CHALLENGING LEVELS

DATA EAST

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ACTIVISION

ATARI ST SCREENS SHOWN

C64 CASSETTE UDK100

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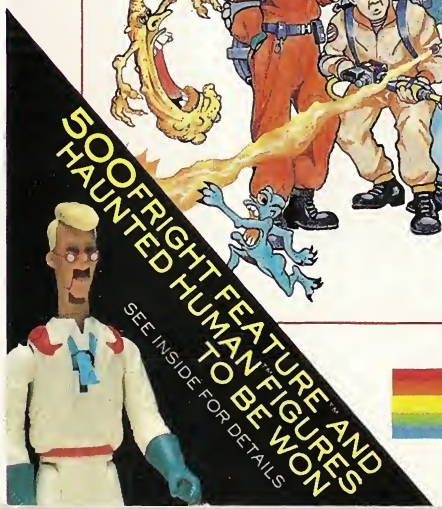
THE REAL GHOSTBUSTERS™

ACTIVISION

COMMODORE 64 CASSETTE

COMMODORE 64 CASSETTE

THE REAL GHOSTBUSTERS™



500 FRIGHT FEATURE™ AND HAUNTED HUMAN™ FIGURES TO BE WON

SEE INSIDE FOR DETAILS

ACTIVISION

500

FRIGHT FEATURE HAUNTED HUMAN FIGURES TO BE WON

TO CELEBRATE THE RELEASE OF THIS EXCITING NEW COMPUTER GAME BY ACTIVISION, WE HAVE 500 FRIGHT FEATURE/HAUNTED HUMAN FIGURES FROM KENNER PARKER TONKA FOR YOU TO WIN IN THIS EASY QUESTION COMPETITION. ALL YOU HAVE TO DO IS ANSWER THE QUESTIONS BELOW CORRECTLY. THE FIRST 500 CORRECT ENTRIES OPENED AFTER THE CLOSING DATE OF SAT 27TH MAY 1989 WILL RECEIVE ONE OF THESE EXCITING NEW FIGURES ON OFFER.

1. WHAT IS THE NAME OF THE GREEDY GREEN CHARACTER FEATURED IN GHOSTBUSTERS?
2. WHAT IS THE LICENSE PLATE NUMBER ON THE GHOSTBUSTERS CAR?
3. WHICH OF THE GHOSTBUSTERS IS KNOWN AS THE BRAINS?
4. WHAT WAS THE GHOSTBUSTERS CAR ORIGINALLY USED FOR BEFORE THEY CUSTOMISED IT?

KennerParkerTonka

ACTIVISION

RULES

1. ALL WINNERS IN THE COMPETITION WILL BE DEEMED TO HAVE READ AND AGREED TO ABIDE BY THE RULES OF WHICH THE ENTRY INSTRUCTIONS AND PRIZE DETAILS FORM PART.
2. THE FIRST 500 CORRECT ENTRIES OPENED AFTER THE CLOSING DATE OF SATURDAY 27TH MAY 1989 WILL BE DEEMED WINNERS.
3. THE ORGANISERS OF THE COMPETITION RESERVE THE RIGHT TO ALTER DATES, TIMES AND STRUCTURE TO ENSURE THE SMOOTH RUNNING AND COMPLETION OF THE COMPETITION.
4. NO CASH ALTERNATIVES WILL BE OFFERED.
5. ONLY ONE ENTRY PER PERSON ALLOWED.
6. THE COMPETITION IS OPEN TO RESIDENTS OF THE E.E.C. ONLY.
7. NO CORRESPONDENCE WILL BE ENTERED INTO.
8. EMPLOYEES AND THEIR RELATIVES, OF PARTICIPATING COMPANIES IN THE PROMOTION ARE NOT ELIGIBLE TO ENTER.

REAL GHOSTBUSTER CHARACTERS ARE AVAILABLE FROM MOST MAJOR DEPARTMENT STORES AND TOY SPECIALISTS.

☐ (A) SLIMER	☐ (A) ENO I	☐ (A) WINSTON ZEDDMORE	☐ (A) POLICE CAR
☐ (B) SLIPPER	☐ (B) ECTO I	☐ (B) EGON SPENGLER	☐ (B) FIRE ENGINE
☐ (C) GANNETT	☐ (C) ENTO I	☐ (C) RAY STANZ	☐ (C) AMBULANCE

NAME TREVOR LAMBERT

ADDRESS 39 JOHN ST

TOWN FORRESTERS BCH

SEND YOUR ENTRY TO
REAL GHOSTBUSTERS COMPETITION
ACTIVISION (UK) LTD.
BLAKE HOUSE,
MANOR FARM ROAD,
READING,
BERKSHIRE, RG2 OJN

REAL GHOSTBUSTERS

LOADING INSTRUCTIONS

C64 cassette
Insert the cassette in your data cassette. Hold down the SHIFT key and press RUN/STOP.
C64 disc
Insert the disc in the drive. Type LOAD"*",8,1 then press RETURN.
C128
Type GO64 then press RETURN. Type Y when prompted followed by RETURN, then follow the appropriate C64 instructions.
Spectrum cassette
Insert cassette in your tape recorder and type LOAD" " then press ENTER. Press play on the tape recorder.
Amstrad disc
Insert the disc in the drive. Type RUN"DISC and press ENTER.
Amstrad tape:
Press CTRL and the small ENTER key. Press play on cassette recorder.
Atari ST
Insert the disc in drive A and switch on the computer.
Amiga
Turn on the computer and wait for the WORKBENCH prompt, then insert the game disc.

GAMEPLAY

Real Ghostbusters is a one- or two-player multi-level game in which the players control members of the Ghostbusters team. The objective of the game is to fight your way through each of 10 levels, capturing and storing ghosts on the way. The end of each level features one or more guardians who, when defeated, will yield a key allowing the player(s) to exit that level.

The characters are armed with both guns and Proton Beams. Creatures can be shot with either weapon to transform them into ghosts. The ghosts can then be zapped with the proton beam to store them in the players' backpack. Ammunition for the gun is un-limited; the proton beam has a limited charge which is displayed at the top of the screen. Also displayed are the number of lives remaining and the number of ghosts collected.

On reaching the end of a level there is a short graphic sequence in which collected ghosts are beamed into ghost storage. A bonus is awarded for each ghost.

Some creatures and objects (e.g. oildrums, wheel-barrows) also award the player with bonuses:

BEAM ENERGY UP
SHOT POWER UP
AURA POWER – providing a shield for a limited time
SLIMER - the friendly ghost who will hover around the player, acting as a shield and zapping any creatures he touches

(The latter two bonuses will be lost if the player loses a life).

CONTROL KEYS (Amstrad and Spectrum versions)

	AMSTRAD		SPECTRUM	
	Player 1	Player 2	Player 1	Player 2
UP	↑	Q	Q	P
DOWN	↓	A	A	L
LEFT	←	Z	Z	N
RIGHT	→	X	X	M
GUN	C	(decimal point on keypad)	D	H
PAUSE		ESC		ENTER

Control of Atari ST Amiga and C64 versions is by joystick.
Hold down gun and release to produce beam.
NB: Spectrum player 1 an also use joystick 1.

Loading Difficulties . . .

We are always seeking to improve the quality of our product range, and have developed high standards of quality control to bring you this product. If you experience any difficulties whilst loading, it is likely to be a fault other than the product itself. We therefore suggest that you switch your computer off and repeat the loading instructions *carefully*, checking that you are using the correct set of instructions for your computer and software. If you still have problems, consult the User handbook that accompanied your computer or consult your software dealer for advice. In the case of continued difficulty and you have checked all of your hardware for possible faults, may we suggest that you return the game to the place of purchase.

Customer Enquiries/Technical Support 0734 310003

ACTIVISION UK LTD, Blake House, Manor Farm Road, Reading RG2 0JN

REAL GHOSTBUSTERS

INSTRUCTIONS DE CHARGEMENT

C64 cassette
Insérez votre cassette dans le lecteur de cassettes. Maintenez les touches SHIFT et RUN/STOP enfoncées en même temps.
C64 disquette
Insérez la disquette dans le lecteur de disquettes. Tapez LOAD"*",8,1 et appuyez sur RETURN.
C128
Tapez GO64 puis appuyez sur RETURN. Quand le message de guidage paraît sur l'écran, tapez Y puis RETURN et suivez les instructions pour le C64.
Spectrum cassette
Insérez la cassette dans votre lecteur de cassettes et tapez LOAD" " puis appuyez sur la touche ENTER. Puis appuyez sur la touche PLAY du lecteur.
Amstrad disquette
Insérez la disquette dans le lecteur de disquettes. Tapez RUN"DISC et appuyez sur ENTER.
Amstrad cassette
Appuyez sur CTRL et la petite touche ENTER. Appuyez sur la touche PLAY du lecteur.
Atari ST
Insérez la disquette dans le lecteur A et mettez l'ordinateur en marche.
Amiga
Allumez l'ordinateur et attendez le message de guidage WORKBENCH, puis insérez la disquette de jeu.

COMMENT JOUER

Real Ghostbusters est un jeu à plusieurs niveaux pour un ou deux joueurs. Les joueurs contrôlent les membre de l'équipe des Ghostbusters. Le but du jeu est de se battre à travers chacun des dix niveaux, capturant et entreposant en route les fantômes. A la fin de chaque niveau se trouve un (ou plusieurs) gardien qui, quand il est vaincu, présentera au joueur (ou aux joueurs) une clef qui lui permet de sortir du niveau.

Les personnages sont armés de revolvers et de rayons de proton. On peut tirer sur les creatures avec l'une ou l'autre arme, les transformant en fantômes. On peut donc supprimer les fantômes avec les rayons de proton et les entreposer dans le sac à dos du joueur. Les munitions du revolver sont illimités, mais le rayon de proton a une charge fixe, qui est montrée en haut de l'ecran. Le nombre de vies qui restent et le nombre de fantômes ramassés sont montrés aussi.

En achevant la fin d'un niveau il y a un scène où les fantômes sont transferés à l'entreposage de fantômes. Un prime est attribué pour chaque fantôme.

Certains creatures et objets (par exemple, des tonneaux de pétrole, des brouettes) donnent au joueur un prime:

DIFFUSEZ L'ENERGIE VERS LE HAUT
TIREZ LA PUISSANCE VERS LE HAUT

LA PUISSANCE DE L'AURA-elle donne un bouclier pendant un certain temps. SLIMER-le fantôme amical qui plane autour de joueur, lui servant de bouclier et descendent les creatures qu'il touche.

(Ces deux derniers primes seront perdus si le joueur perd une vie.)

CONTROLE PAR CLAVIER (Amstrad et Spectrum)

	AMSTRAD		SPECTRUM	
	Joueur 1	Joueur 2	Joueur 1	Joueur 2
EN HAUT	↑	Q	Q	P
EN BAS	↓	A	A	L
A GAUCHE	←	Z	Z	N
A DROITE	→	X	X	M
REVOLVER	C	(virgule de fraction décimale sur clavier)	D	H
PAUSE		ESC		ENTER

Atari ST Amiga et C64; contrôle par joystick.
Appuyez sur la touche C et déclenchez pour produire un rayon.
Spectrum joueur 1 peut aussi se servir de joystick 1.

Difficulties de chargement . . .

Nous cherchons constamment à améliorer la qualité de notre gamme de produits et nous avons développé des niveaux élevés de contrôle de qualité pour vous apporter ce produit. Si vous rencontrez des difficultés pendant le chargement, il est improbable que la faute soit autre que le produit lui-même. Nous vous suggérons donc d'éteindre votre ordinateur et de suivre à nouveau et *avec soin* les instructions de chargement, en vérifiant que vous utilisez bien les instructions se rapportant à votre ordinateur et à votre logiciel. Si vous avez toujours des problèmes, consultez le manuel de l'Utilisateur que vous avez reçu avec votre ordinateur ou demandez l'avis de votre fournisseur de logiciel. Si les difficultés persistent après que vous ayiez vérifié tout vote hardware, nous vous suggérons de renvoyer le jeu à la maison où vous l'avez acheté.

Renseignements des clients/Assistance Technique 0734 310003

ACTIVISION UK LTD, Blake House, Manor Farm Road, Reading RG2 0JN

REAL GHOSTBUSTERS

ISTRUZIONI DI CARICAMENTO

C64 cassetta
Inserire la cassetta nel registratore. Premete i tasti SHIFT e RUN/STOP contempor-aneamente.
C64 disco
Inserite il disco nel drive. Digitate LOAD"*",8,1 e poi premete RETURN.
C128
Digitate GO64 e poi premete RETURN. Digitate Y al comando e poi di nuovo RETURN; poi seguite le istruzioni per il C64.
Spectrum cassetta
Inserite la cassetta nel registratore e digitate LOAD" " poi premete ENTER. Premete il tasto play sul registratore.
Amstrad disco
Inserite il disco nel drive. Digitate RUN"DISC e premete ENTER.
Amstrad cassetta
Premete CTRL ed il piccolo tasto ENTER. Premete poi play sul registratore.
Atari ST
Inserite il disco nel drive A ed accendete il computer.
Amiga
Accendete il computer ed aspettate il WORKBENCH prompt, poi inserite il disco gioco nel drive.

IL GIOCO

Real Ghostbusters é un gioco con diversi livelli per uno o due giocatori che controllano i membri di un gruppo di "Acchiappafantasmi".

Lo scopo del gioco é di farsi strada attraverso i 10 livelli, catturando ed accumulando i fantasmi che si incontrano. Il termine di ogni livello é caratterizzato da uno o più guardiani che, quando sconfitti, cederanno una chiave permettendo al giocatore di uscire da que livello.

I personaggi sono armati sia di fucile che di raggi protonici. Gli avversarri possono essere colpiti con entrambe le armi per trasformarli in fantasmi. I fantasmi possono poi essere richiusi dai giocatori. Le munizioni del fucile sono infinite; mentre il raggio protonico disponse di una autonomia limitata che é visualizzata in alto sullo schermo. Sono inoltre visualizzati il numero di vite restanti ed il numero dei fantasmi collezionait.

Raggiungendo il termine del livello vi é una breve sequenza grafica in cui i fantasmi collezionati sono rinchiusi. É concesso un bonus per ogni fantasma.

Alcuni oggetti o creature (tamburi d'olio, camiole . . .) possono concedere al giocatore vari bonus:

ENERGIA
POTENZA DI SPARO
POTENZA AURA, produce uno scudo per un tempo limitato
VISCIDO, il fantasma amico che vi ruoterà attorno, come uno scudo, per proteggervi dalle creature nemiche

(Gli ultimi due bonus saranno persi quando il giocatore perde una vita)